FIRE SUPPORT – UNSC ARMY WEAPONS UNIT

INFANTRY – BUILD RATING 2

MOVE	SOAK	REACT	MELEE
6/9”	0	8/10	1

DAMAGE	3

WEAPONS	RANGE	ARC	AP	AT	AA
Small Arms	10/20”	ALL	3	1	2
Suppression (+1): Add 1 to all enemy Suppression Tests.					
Frag Grenades	6”/-	ALL	3	1	0
Blast: Ignore Terrain when determining Firepower Rating.					
Cooldown: May only fire once per Game Turn.					

WEAPON UPGRADES	RANGE	ARC	AP	AT	AA
Heavy Machine Gun	10/20”	ALL	6	1	3
Move or Fire: Element gains a Cooldown Token when it moves.					
Suppression (+2): Add 2 to all enemy Suppression Tests.					
Rocket Launchers	12/24”	ALL	1	5	4
Lock On: Gain +1 Firepower Rating when firing at Long Range.					
Devastating (FLY): Gain +1 Firepower Rating shooting at Flying Elements.					

UNIT LOADOUTS

Active Overwatch: Re-roll failed Reaction Fire Dice. Second result must be accepted.

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TYPE

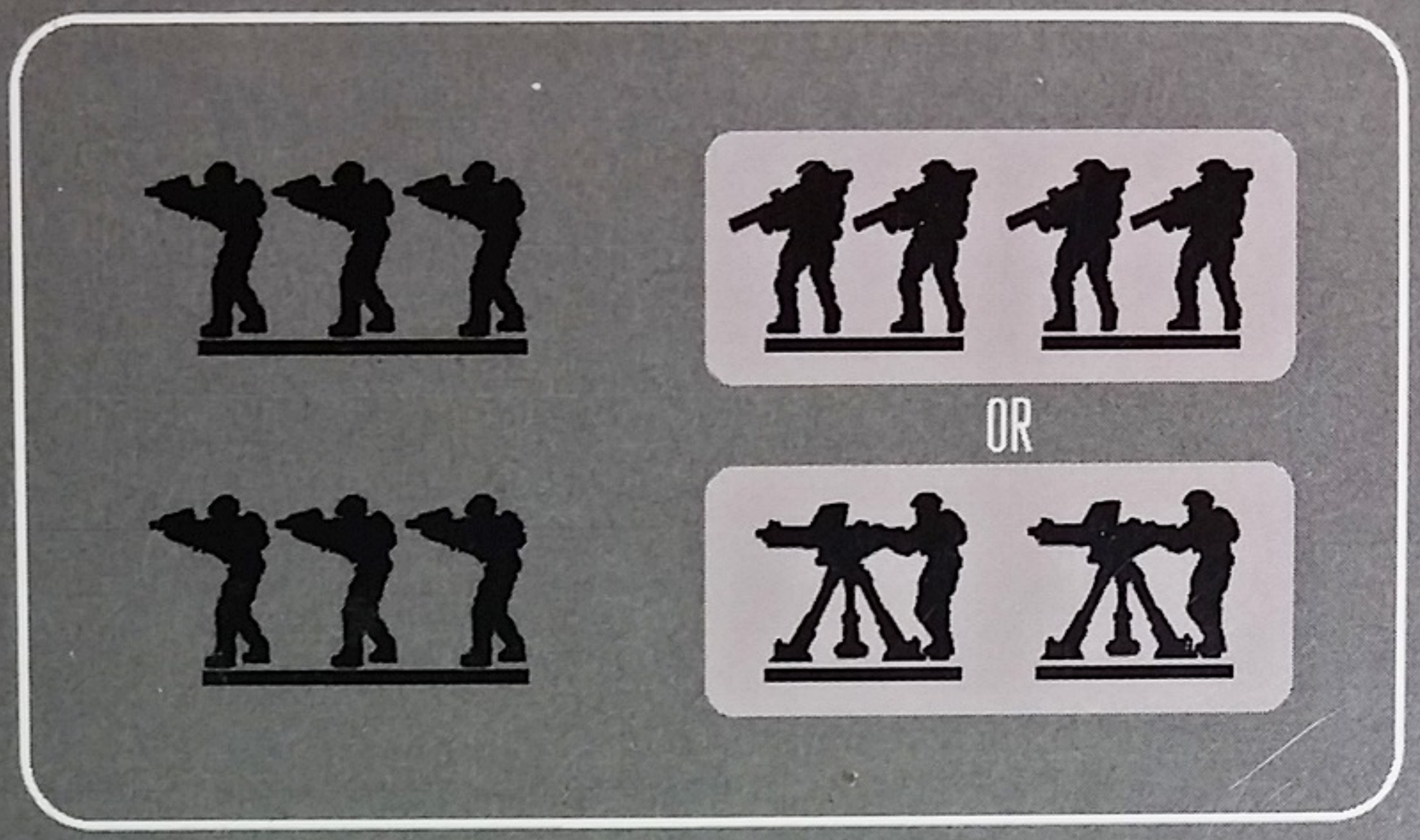
INFANTRY

ELEMENTS

4

POINTS

170



UNIT UPGRADES

Weapon Upgrade: 2 Elements in the Unit MUST replace their existing weaponry to become Weapon Teams chosen from the following:

- Rocket Launchers.
- Heavy Machine Guns.

Army fire support teams are allocated as part of their battalion's offensive or defensive plans, and their loadout is usually tailored to their mission, terrain, and expected enemy composition. In defensive operations they provide overwatching support-by-fire, while on the offense they engage enemy vehicles and heavy infantry.

Fire Support Teams are armed with a mix of Small Arms and have a choice between Rocket Launchers or Heavy Machine Guns for their support weapons. The strength of this unit is its ability to engage and destroy both enemy infantry and armoured vehicles.

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